SIBYLLIC GUARDIAN

Blood-red Glyphs orbit the ivory-skinned form of a humanoid woman. The woman's head is only partially hidden under a flowing mantle. Pupilless eyes of empyreal blue shine out from underneath. At her side, a brilliant greatsword rests comfortably in her grasp.

Psychic Celestials. Sibyllic guardians are archons who hail from the Seven Mounting Heavens of Celestia. They possess both magical and psionic abilities, as well as a mean sword arm. They are entirely ageless, and take on the appearance of a humanoid creature with a few prominent otherworldly traits such as glowing eyes, intense features, and a general aura of restrained power. They are expertly trained combatants with a greatsword, however, they often don't need to use their physical combat prowess as there are few foes capable of withstanding their psionic abilities.

Prophetic Protectors. Each sibyllic guardian possesses no small amount of psionic ability, including the ability to see visions of the future. They often take it

upon themselves to protect and mentor any rising psionic beings who share their values and seek to fight on behalf of all that is good. Sometimes, if a sibyllic guardian receives a vision of a creature's future, they act accordingly in ways that are hard for most mortals to understand. This might include taking a special interest in a young mortal who isn't yet aware of their own psionic potential, or even taking the life of such an individual if the sybillics have foreseen them using their power for evil.

The Final Battle. Sybillic guardians believe a final war to determine the fate of the multiverse is on the horizon, a war that only they and other powerful psionic oracles can sense. No magical diviner of any skill level, including those among the gods, has ever been able to confirm this belief, but the sibyllics act as if this prescient vision of ultimate conflict is a complete certainty.

Sibyllic Guardian

Medium Celestial, Typically Lawful Good

Armour Class - 18 (natural armor)
Hit Points - 104 (11d8 + 55)
Speed - 30 ft.

STR 18 (+4)
DEX 16 (+3)
CON 20 (+5)
INT 20 (+5)
WIS 16 (+3)
CHA 20 (+5)

Saves INT +9, CHA +9
Skills Perception +7
Damage Resistances psychic
Damage Immunities lightning
Condition Immunities petrified
Senses darkvision 60 ft., passive Perception 10
Languages All, telepathy 120 ft.
Challenge 9 (5,000 XP)

Proficiency Bonus +4

Traits

Mind-Fog Aura.
The sibyllic guardian is surrounded by a psionic aura that can cloud the minds of their enemies. Creatures of the guardian's choosing with 20 ft. have disadvantage on attack rolls

and saving throws unless they can make a DC 17 Wisdom saving throw at the start of their turn. A creature that succeeds is immune to the guardian's mind-fog aura for 24 hours.

Mind Link.
When the sibyllic guardian uses telepathy to communicate with a creature, it can use a bonus action to create a mind link which allows the creature to respond telepathically for as long as it remains within range of the guardian's telepathy.

Runes of Protection.
Sibyllic guardians are constantly surrounded by glowing runes of warding which extend out in a 10 ft. radius from the guardian. Elementals, fey, fiends, and undead can't willingly enter the area by nonmagical means. If the creature tries to use teleportation or interplanar travel to do so, it must first succeed on a DC 17 Charisma saving throw. Targets within the area can't be charmed, frightened, or possessed by the creature.

Actions

Multiattack.
The sibyllic guardian makes two weapon attacks

+2 Greatsword.
Melee Weapon Attack: +8 to hit, reach 5 ft., one creature.
Hit: 15 (2d6 + 8) damage.

Brain Lock (3/Day).
The guardian attempts to lock the higher mind of a creature it can see within 120 ft. The target must succeed on a DC 17 Intelligence saving throw or be unable to cast spells or use psionic abilities for 1 minute. The target can repeat this saving throw at the end of each of their turns, ending the effect on a success.

Second Chance (1/Day).
The guardian uses its psionic abilities to see the many alternative branches that reality could take in the next few seconds and attempts to use this foreknowledge to influence the future. For the next minute the guardian can use its reaction to force a creature it can see, including itself, to reroll one attack roll, one saving throw, or one skill check, using the rerolled result regardless of whether it is higher or lower.

Innate Spellcasting.
The sibyllic guardian's innate spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

• At will: *continual flame, detect good and evil, detect thoughts, dissonant whispers, message*
• 3/day each: *dispel magic, fly, hold monster, phantasmal force, telekinesis*
• 1/day each: *aid, teleport*